Quick Tips to Using I-DEAS

I-DEAS® Tutorials: Fundamental Skills

Learn about:

- part modeling
- viewing
- selecting
- data management

Before you begin...

Prerequisite tutorials:

- Getting Started (I-DEAS™ Multimedia Training)

  –or–

  Introducing the I-DEAS Interface

Setting your defaults

What:

Before continuing, set the following default options for this tutorial.

How:

⬜ *Options*
      Preferences...

Preferences form

🟡 *Modeler/Assembly...*

Modeler/Assembly Preferences form

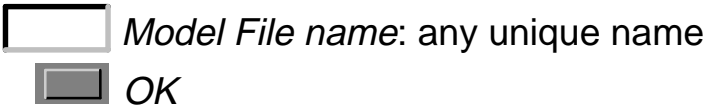⬜ *Drag for extrude creation* (off)

⬜ *OK*

⬜ *OK*

Why:

With these recommended settings, the tutorial steps will work as documented. Other settings may cause minor changes in the required steps.

💡 For more information, use *Help, on Context* and then pick the specific item of interest.
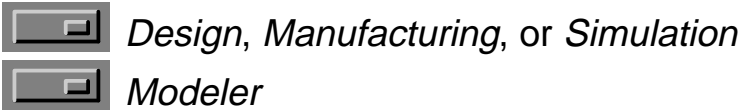
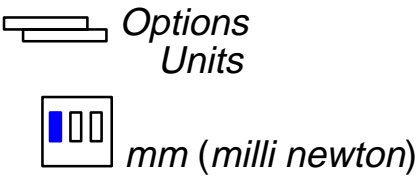If you didn't start I-DEAS with a new (empty) model file, open a new one now and give it a unique name.
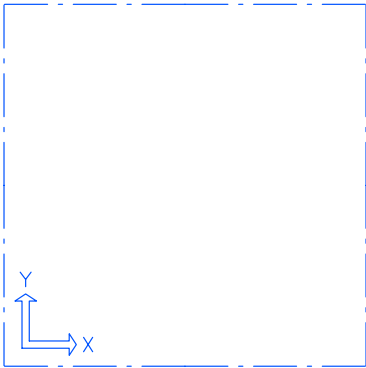
▱ *File*
     Open

Open Model File form

▭ *Model File name*: any unique name

▭ *OK*

Make sure you're in the following application and task:

▭ *Design*, *Manufacturing*, or *Simulation*

▭ *Modeler*

Set your units to mm.

▱ *Options*
     Units

▮□□ *mm* (*milli newton*)

Select *Front View* and *Zoom All*
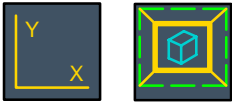
Save your model file.

📁 *File*
     Save

Warning!

If you are prompted by I-DEAS to save your model file, respond:

▭ *No*

Save only when the tutorial instructions tell you to—not when I-DEAS prompts for a save.

If you make a mistake at any time between saves and can't recover, you can reopen your model file to the last save and start over from that point.
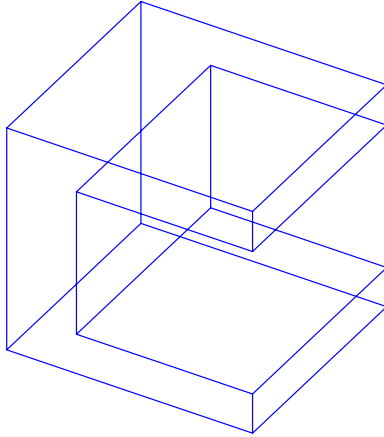
Hint

To reopen your model file to the previous save, press Control-z.

The part modeling process is a process of adding features. The typical process is:

   1. Select a workplane or part face.

   2. Sketch and constrain.

   3. Create a feature (extrude, revolve, etc.).

In this section, you'll sketch a shape and add features to model a part like the one shown.

In a front view, use the *Polylines* icon to sketch a closed shape something like the one shown below. Don't worry about dimensions.
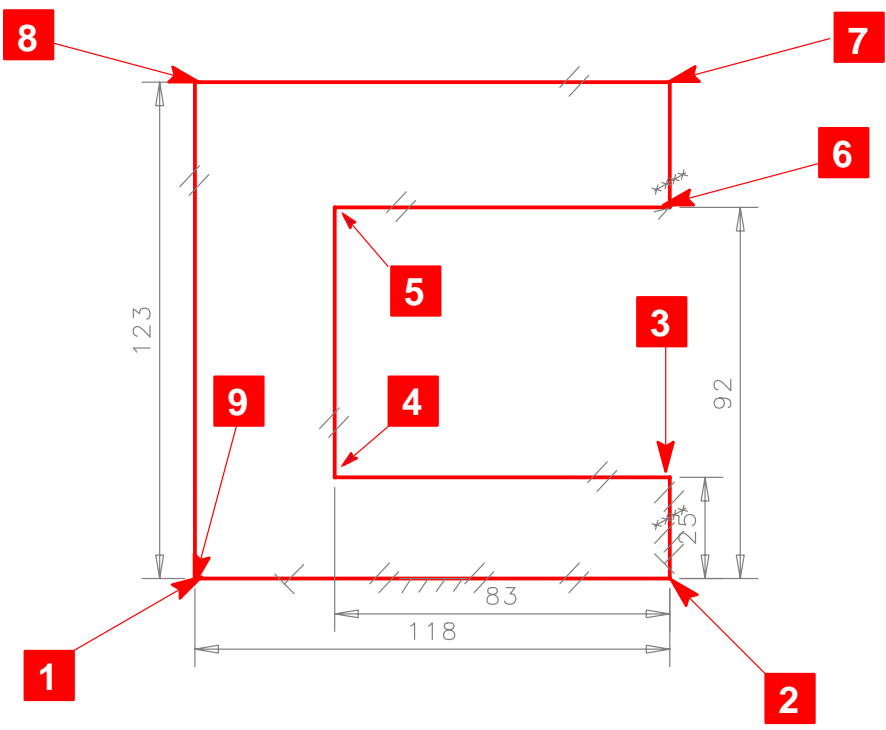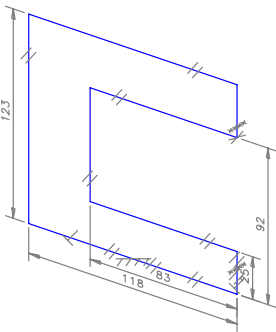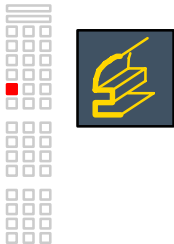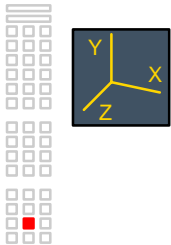

Remember

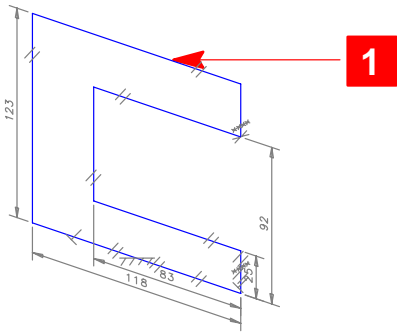After picking point 9, terminate the command by pressing the middle mouse button.

Select an isometric view. Use the *Extrude* command to extrude this shape into a solid part.
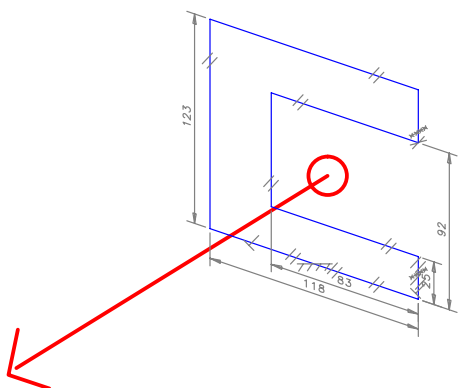

1 pick any line
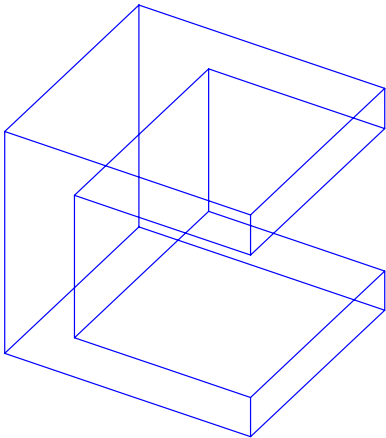
(to indicate Done)

🚫 Don't quit out of this command. The steps are continued on the next page.

Extrude Section form

Distance: 100

OK

Recovery Point

File
Save

The icons in the lower left corner of the icon panel change the viewing direction to front, top, right, and isometric view.

Try each of the icons to see how the view changes.

Switch to isometric view before continuing.

Try the following function keys to dynamically change the view.

To ensure the I-DEAS *Graphics* window is active, click in the window. Otherwise, when you press F1, your Acrobat Reader Help will be displayed. If this happens, use *File*, *Close* in the *Help* window—not *File*, *Exit*.
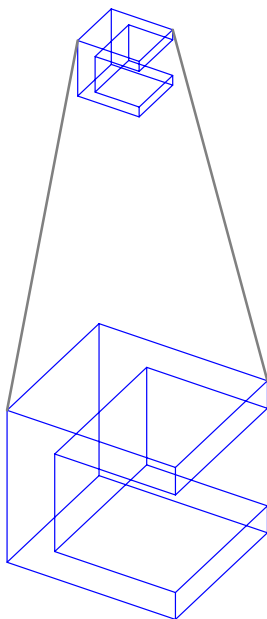
F1 – pan

Hint
Start with the mouse pointer in the center of the *Graphics* window, hold down the F1 function key, and move the mouse to pan left and right, or up and down on the screen.
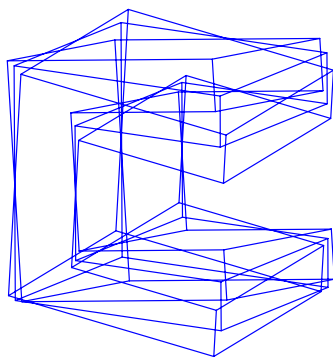
F2 – zoom

Hint
Start with the mouse pointer in the center of the *Graphics* window, hold down the F2 function key, and move the mouse down to zoom in, up to zoom out.
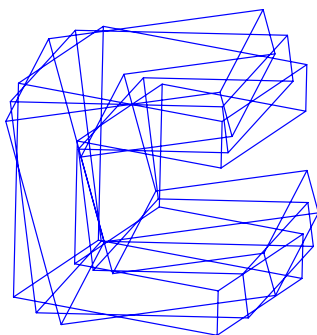
F3 – 2D and 3D rotation

Hint

- 2D—start with the mouse pointer near a corner of the *Graphics* window, hold down the F3 function key, and rotate around the center of the screen.
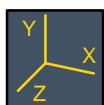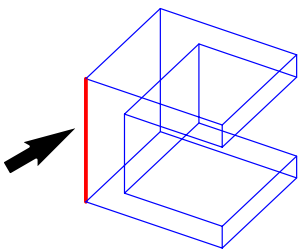

Hint

- 3D—start with the mouse pointer in the center of the *Graphics* window, hold down the F3 function key, and move the mouse up/down or left/right.

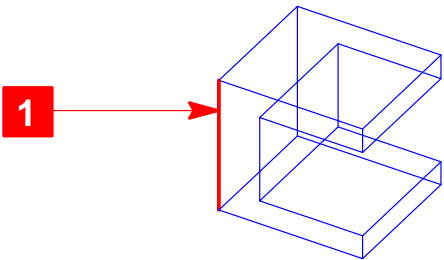When you're finished, switch to isometric view and zoom all.

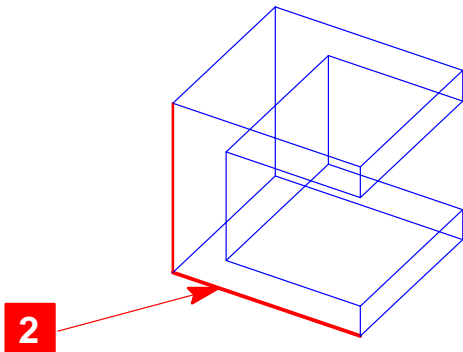Move the mouse pointer over the part in the *Graphics* window.

Things to notice
Notice how the lines are pre-highlighted even before you click to select.

1 click on one line using the left mouse button

2 hold down the Shift key and click on another line using the left mouse button
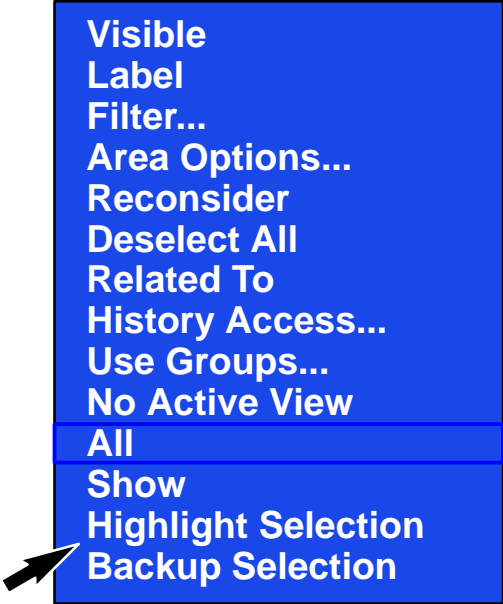

Things to notice
The first line remains selected.

Leave these two entities selected and continue to the next page.

[□□▮] Click and hold the right mouse button. When
you do, a menu appears.

While holding the right mouse button down, move the
pointer up and down the pop-up menu and when *All* is
selected, release the mouse button.

Visible
Label
Filter...
Area Options...
Reconsider
Deselect All
Related To
History Access...
Use Groups...
No Active View
All
Show
Highlight Selection
Backup Selection

Things to notice

All entities of the same type that are selected (in this case lines) are highlighted.

If your lines aren't highlighted, look in the *I-DEAS List* window to see if it tells you to use the *Highlight_Selection* option. If it does, hold your right mouse button down and select the option from the menu.

Highlight Selection

Use the right mouse button menu to deselect all the lines.

Deselect All

You store your parts in model files, which act as your personal scratch area. Model files are further subdivided into bins, which are storage containers used to help you organize and manage your parts.

You can share parts with others by storing them in projects and libraries.

Parts need to be named to be used by other applications. Give the part you just created the name "First Part."

Pull down the icon stack and select the *Name Parts...* icon. Then release the mouse button.
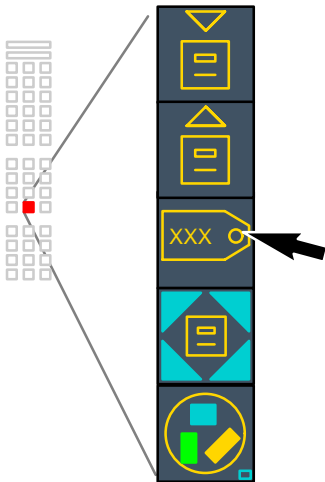
pick anywhere on the part
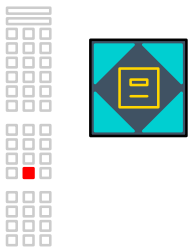
Name form

Name: First Part

OK

(to indicate Done)

Save your changes to your model file.

File
  Save

Select the *Manage Bins* icon to see what is in your model file.

Pull down the icon stack to select the *Manage Bins* icon.

Manage Bins form

The Manage Bins form shows you that your part is assigned to the default bin. (The default bin is called the "Main" bin.)
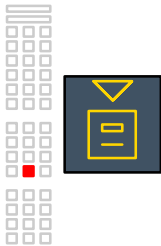
Dismiss the Manage Bins form.

Dismiss

Bins and libraries are explained in detail in subsequent tutorials.

Although you just saw that the part was "assigned" to the main bin, it isn't "in" the bin yet.

Put your part away to the bin.

pick anywhere on part

(to indicate Done)

Tutorial wrap-up

You have completed the Quick Tips to Using I-DEAS tutorial.

Delete or put away any parts created in this tutorial. These parts are not used in any other tutorials.